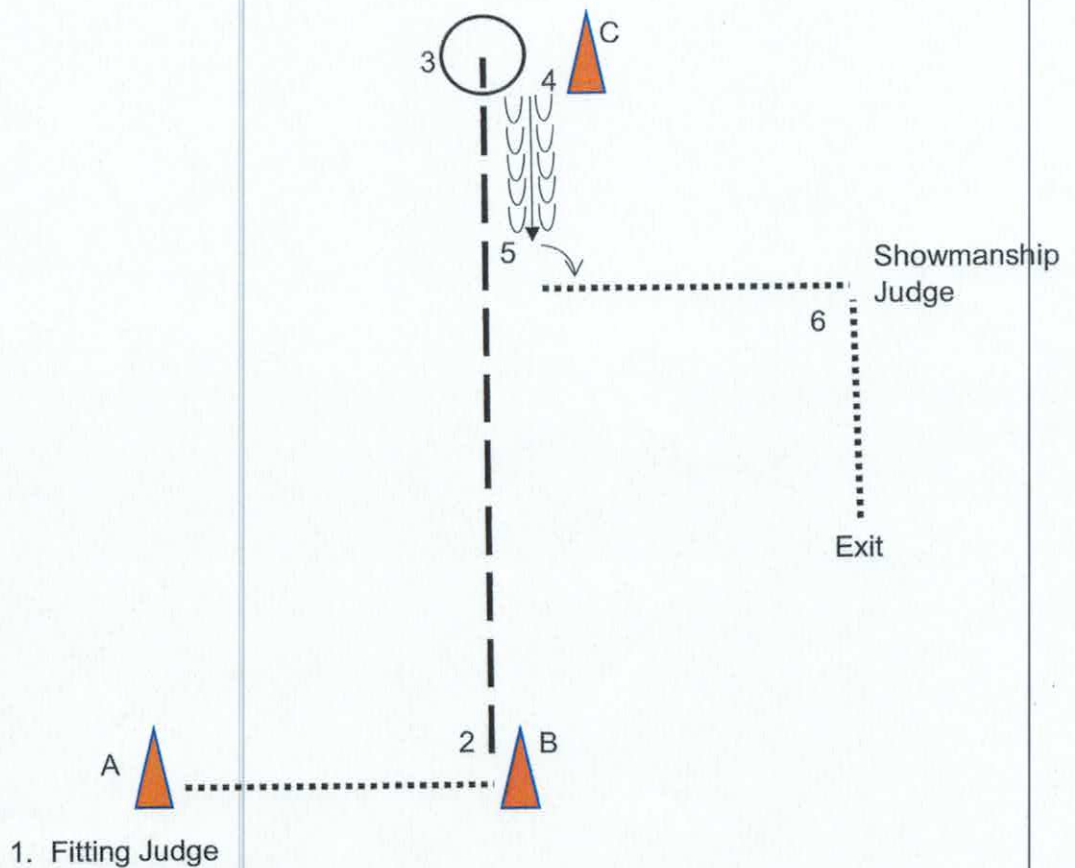
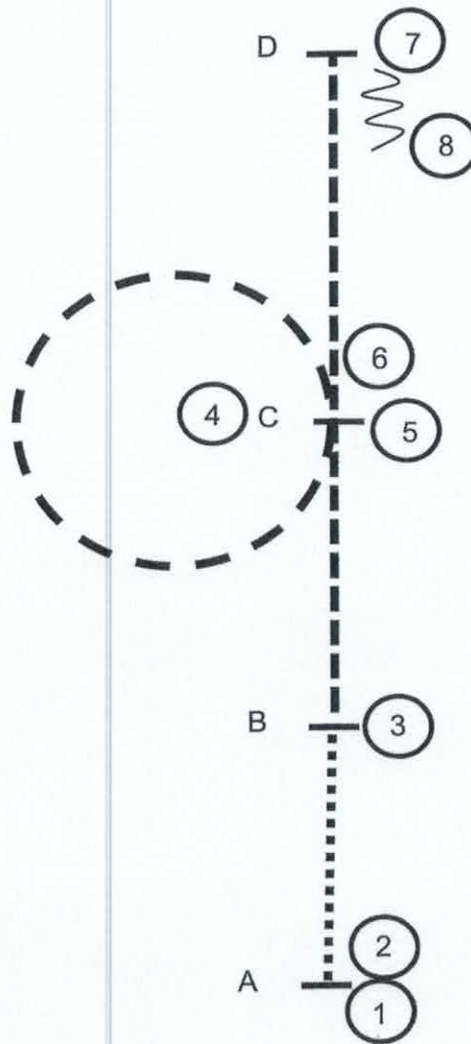


Fitting and Showmanship



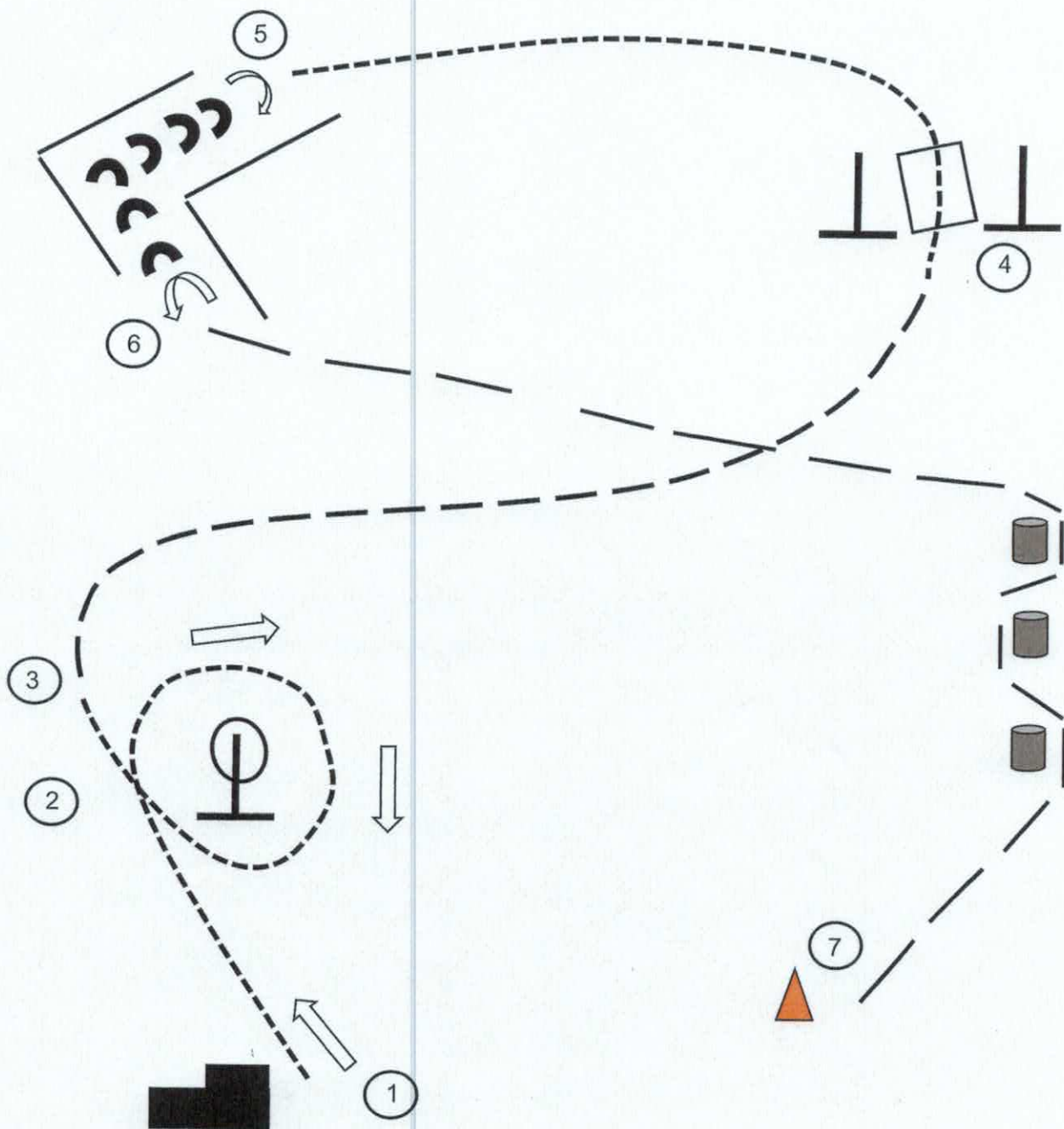
1. Walk in and set up at Cone A for Fitting Judge. When dismissed, walk to Cone B and set up. Wait for recognition from Showmanship Judge to start.
2. Trot to Cone C and stop.
3. Perform a 360 degree turn.
4. Back 5 steps.
5. Perform a 90 degree turn to right and walk to Showmanship Judge.
6. After inspection exit the pattern area.

English and Western Equitation



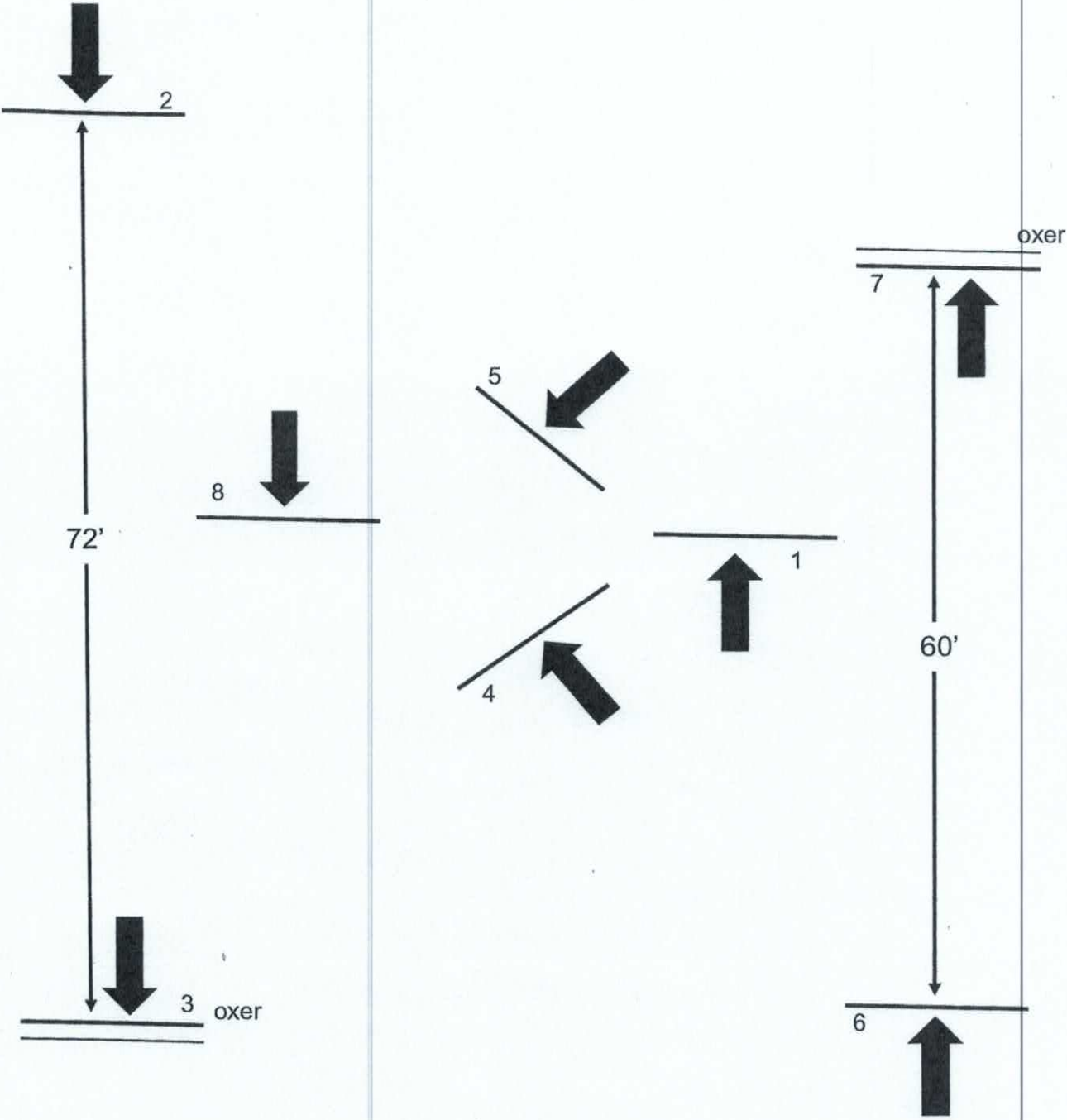
1. Halt on the right side of A and wait for the judge.
2. Walk to B.
3. At B Trot/Jog (English riders must be on the correct diagonal).
4. Trot/Jog a small circle around C as shown.
5. At C Halt for 5 seconds.
6. Canter/Lope from C to D (Riders must use the **RIGHT lead; not the correct lead**).
7. **Halt at D. Back up 5 steps.**
8. **Halt and wait for the judge's dismissal.**

Trail

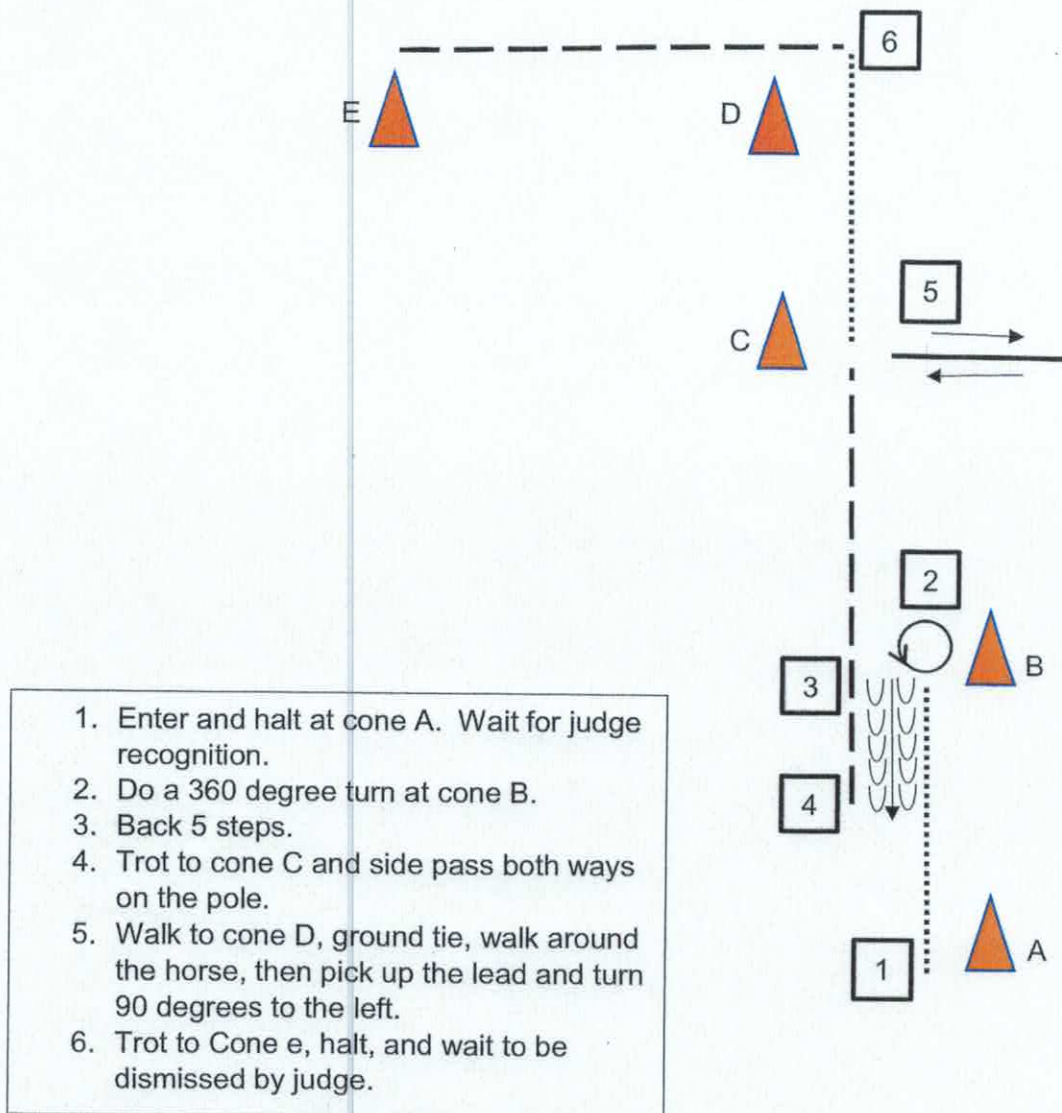


1. Enter leading horse and mount (no penalty for mounting block use).
2. Walk to hula hoop. Pick it up, walk around standard, set it back down.
3. Canter/Lope across ring.
4. Walk over rug between standards to L.
5. Turn and back through L.
6. Turn and Trot/Jog to and around barrels.
7. Stop at cone and wait to be excused.

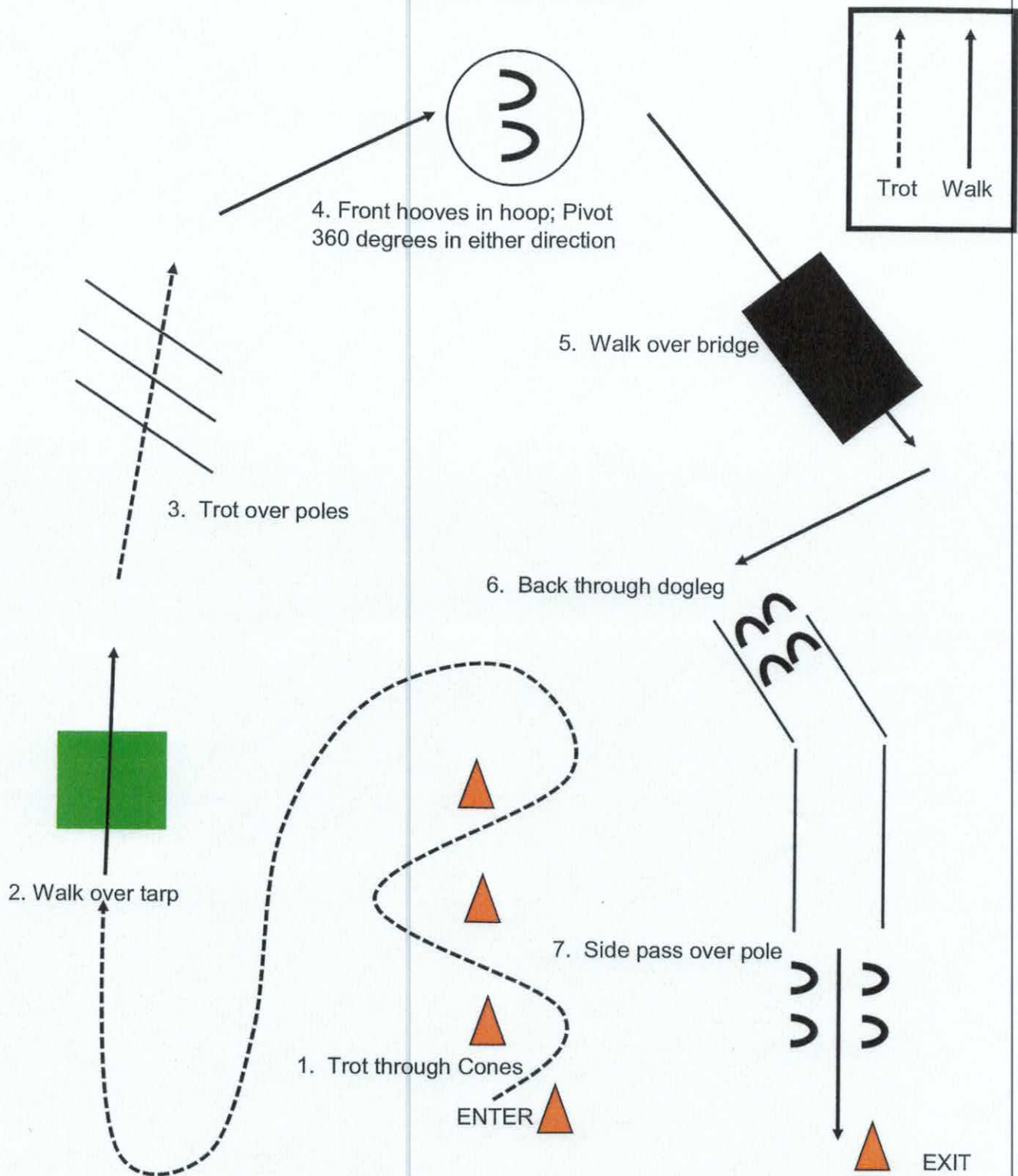
Hunter Over Fences



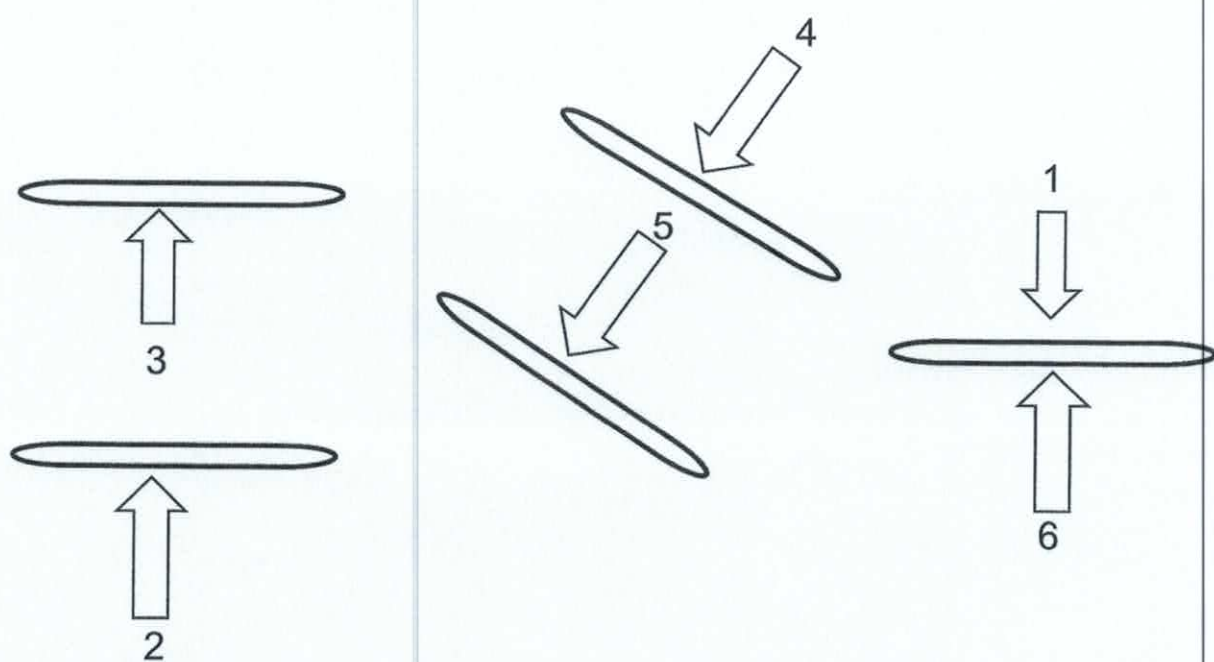
In Hand Suitability



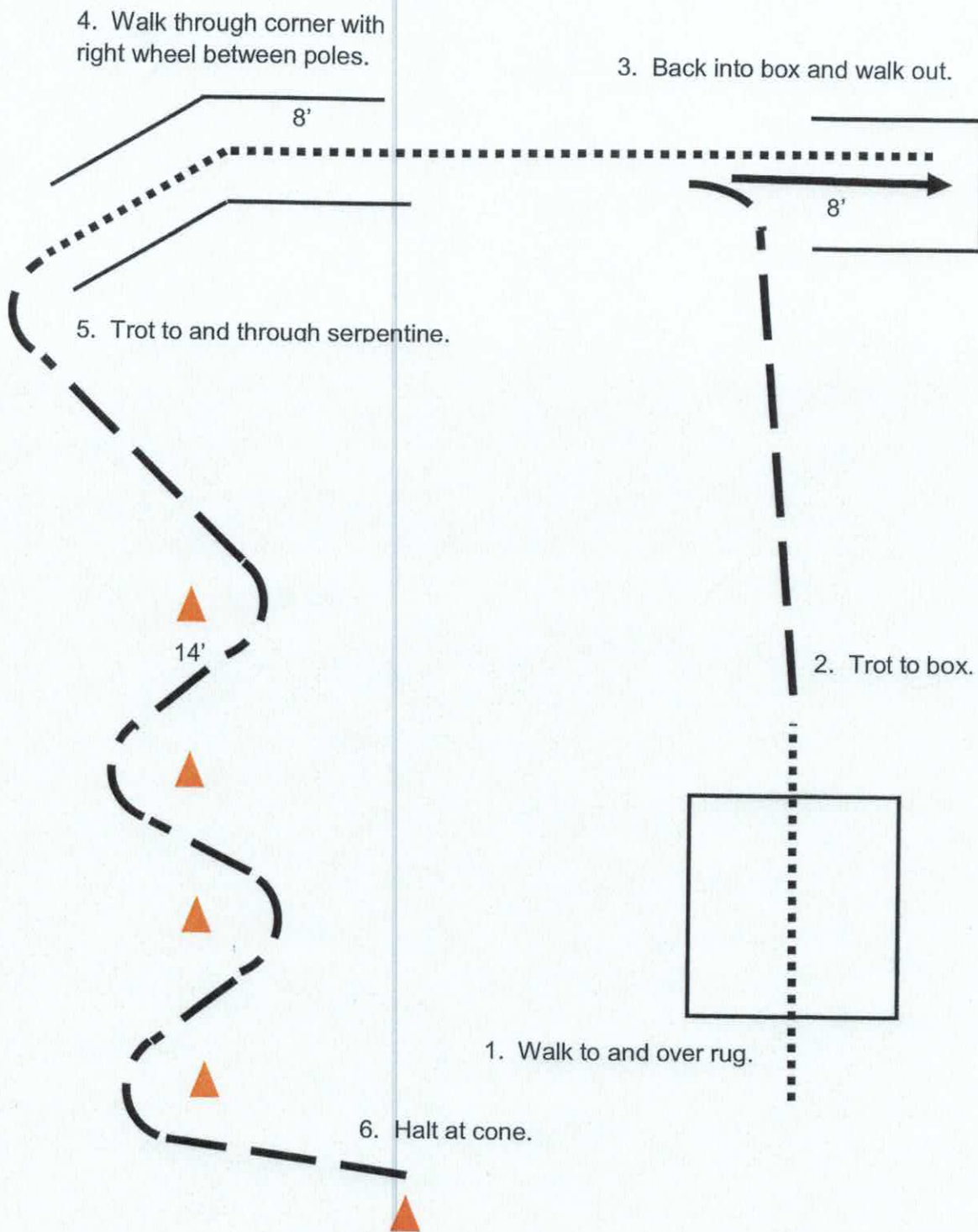
In Hand Obstacle



In Hand Jumper



Driving Reinsmanship



Driving Obstacle

